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**BEFORE THE BOARD OF PATENT APPEALS
AND INTERFERENCES**

Application Number: 09/688,854
Filing Date: October 16, 2000
Appellant(s): ROWE ET AL.

Justin A. White
For Appellant

EXAMINER'S ANSWER

This is in response to the appeal brief filed 5/28/08 appealing from the Office action
mailed 11/28/07

(1) Real Party in Interest

A statement identifying by name the real party in interest is contained in the brief.

(2) Related Appeals and Interferences

The examiner is not aware of any related appeals, interferences, or judicial proceedings which will directly affect or be directly affected by or have a bearing on the Board's decision in the pending appeal.

(3) Status of Claims

The statement of the status of claims contained in the brief is correct.

(4) Status of Amendments After Final

The appellant's statement of the status of amendments after final rejection contained in the brief is correct.

(5) Summary of Claimed Subject Matter

The summary of claimed subject matter contained in the brief is correct.

(6) Grounds of Rejection to be Reviewed on Appeal

The appellant's statement of the grounds of rejection to be reviewed on appeal is correct.

(7) Claims Appendix

The copy of the appealed claims contained in the Appendix to the brief is correct.

(8) Evidence Relied Upon

6,554,707	SINCLAIR	4-2003
6,905,409 B1	BRADSHAW	6-2005

(9) Grounds of Rejection

The following ground(s) of rejection are applicable to the appealed claims:

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1-8, 10-14 and 17-19 and 25-32 are rejected under 35 U.S.C. 103(a) as being unpatentable over U. S. Patent No. 5,971,271 (Wynn et al.), herein referred to as Wynn and U. S. Patent No. 6,554,707 B1 (Sinclair et al.), herein referred to as Sinclair.

Referring to claim 1, Wynn discloses a method of configuring a graphical user interface associated with an application executed by a computing device of a gaming system (column 2, lines 10-35). Wynn discloses that the gaming system includes at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events (column 5, lines 10-20), with casino type gaming system including wagers through coin input and jackpot winnings. Wynn discloses providing a set of navigation selectable elements with Figures 20 and 20A displaying buttons that can be selected and navigated to functions. Wynn discloses accepting a first input from a given user of the gaming system, provided by the player

(column 7, lines 30-35). Wynn discloses accepting a second input from an operator of the gaming system (column 2, lines 40-45), with the operator providing input based on customer service requirements. One example of an input includes the concierge's initial greeting. Wynn discloses providing a user identification associated with the given user, determining a user profile from the user identification, determining the information that the user is permitted to view in accordance with the user profile and displaying only the information the user is allowed to view, wherein the resulting display is customized to the user based at least in part upon the first input and second input (column 2, lines 35-45). All data that is displayed to the user is based on the user identification information that has been input in addition to help data that has been provided by the operator based on the user identification information allowing for a customized display that is viewable only by an identified user. Wynn discloses that the information displayed to the users are in response to ensuring proper identification of the users but Wynn does not explicitly disclose that the navigation elements are displayed based on the user profile. Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile (column 15, lines 35-40). Sinclair also discloses that only these navigation selectable elements are displayed, which is only applicable to the user, with the resulting display customized based on user input along with the user profile (reference number 1710, Figure 17B). It would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair that the set of navigation selectable elements are displayed in response to user inputs and user profile. Wynn has disclosed a set of navigation selectable elements including

customized information in Figure 20 but does not clearly disclose the association between identifying the user and displaying these navigation selectable elements. Sinclair also provides clear motivation for tailoring a user interface based on the user profile (column 4, lines 15-22). In view of Wynn disclosing the use of user profiles to determine what is displayed and disclosing of displaying a set of navigation selectable elements, it would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair to determine the displaying of navigation selectable elements based on the user input and user profile.

Referring to claims 2 and 5, Wynn and Sinclair disclose that the navigation selectable elements include container elements (Sinclair, Figure 13).

Referring to claim 3, Wynn and Sinclair disclose that the navigation selectable elements comprise application initiating elements (Sinclair, reference number 1706, Figure 17B), with the elements accessing applications that carry out functionalities.

Referring to claim 4, Wynn and Sinclair do not disclose that the navigation selectable elements are arranged in a hierarchical format. It would have been obvious for one skilled in the art, at the time of the invention to disclose arranging the elements in a hierarchical format. The hierarchical format for displaying information that is related to each other or have an association is well known where data that have a general association as is the case with the gaming system selectable elements can be more efficiently categorized and arranged in a hierarchical format to quickly access the necessary data. Hence, it would have been obvious for one skilled in the art, at the time of the invention to arrange the navigation selectable elements in a hierarchical format.

Furthermore in Sinclair the selectable navigation links have a hierarchical relationship where a link in a first screen that is selected is hierarchically related to the resulting screen of selectable links. The first and resulting screen of selectable navigation links are related, where the first link is the parent link to the screen of related links. See reference numbers 1706-1710, Figure 17B.

Referring to claim 6, Wynn and Sinclair do not disclose displaying the navigation selectable elements in a tree form. It would have been obvious for one skilled in the art, at the time of the invention to disclose displaying the elements in a tree form. The tree form for displaying information that is related to each other or has an association is well known where data that have a general association as is the case with the gaming system selectable elements can be more efficiently categorized and arranged in tree form to quickly access the necessary data. Hence, it would have been obvious for one skilled in the art, at the time of the invention to display navigation selectable elements in a tree form.

Referring to claim 7, Wynn and Sinclair discloses displaying the displayed navigation selectable elements in a form dependent upon the user profile (Wynn, column 2, lines 37-40 and Sinclair, column 15, lines 35-40), where Wynn has provided data that is based on user profile with the data representing navigation selectable elements that is obvious over Sinclair.

Referring to claim 8, Wynn and Sinclair discloses that the user profile is associated with a device, which displays the graphical user interface (Sinclair, column 4, lines 11-13).

Referring to claim 10, Wynn discloses a method of configuring a graphical user interface associated with an application executed by a computing device of a gaming system (column 2, lines 10-35). Wynn discloses that the gaming system includes at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events (column 5, lines 10-20), with casino type gaming system including wagers through coin input and jackpot winnings. Wynn discloses providing a set of navigation selectable elements with Figures 20 and 20A displaying buttons that can be selected and navigated to functions. Wynn discloses accepting a first input from a given user of the gaming system, provided by the player (column 7, lines 30-35). Wynn discloses accepting a second input from an operator of the gaming system (column 9, lines 20-30), with the operator being an employer of the user, providing input based on customer service requirements. Wynn discloses providing a user identification associated with the given user and determining a user profile from the user identification (column 2, lines 37-45). Wynn discloses determining an access point for the user based on the profile, the access point determining a portion of the information which are accessible to the user and a portion of the information which are not accessible to the user based on order thereof and displaying only information which are accessible to the user, wherein the resulting display is customized to the user based at least in part upon the first input and second input (column 2, lines 35-45). All data that is displayed to the user is based on the user identification information that has been input in addition to help data that has been provided by the operator based on the user identification information allowing for a customized display

that is viewable only by an identified user. The access point of Wynn is the point at which user has provided identification information further allowing the user to view that is based on user identification that is provided. Wynn discloses that the information displayed to the users are in response to ensuring proper identification of the users but Wynn does not explicitly disclose that the navigation elements are displayed based on the user profile. Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile (column 15, lines 35-40). Sinclair also discloses that only these navigation selectable elements are displayed, which is only applicable to the user, with the resulting display customized based on user input along with the user profile (reference number 1710, Figure 17B). It would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair that the set of navigation selectable elements are displayed in response to user inputs and user profile. Wynn has disclosed a set of navigation selectable elements including customized information in Figure 20 but does not clearly disclose the association between identifying the user and displaying these navigation selectable elements. Sinclair also provides clear motivation for tailoring a user interface based on the user profile (column 4, lines 15-22). In view of Wynn disclosing the use of user profiles to determine what is displayed and disclosing of displaying a set of navigation selectable elements, it would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair to determine the displaying of navigation selectable elements based on the user input and user profile.

Referring to claim 11, Wynn and Sinclair discloses that the navigation selectable elements are arranged into one or more levels, and the access point comprises one of the levels (Sinclair, Figure 13), with the Figure displaying a level of selectable elements.

Referring to claim 12, Wynn and Sinclair discloses that the navigation selectable elements associated with one or more levels higher than the level with which the access point is associated are not accessible to the user (Wynn, column 9, lines 20-25), where the supervisory level is associated with the access levels but is not accessible for other users and is a higher level in comparison to the other users, where the supervisor level allows for more access controls in comparison to the player and operator access levels.

Referring to claim 13, Wynn and Sinclair discloses determining a configuration for the navigation selectable elements based upon the user profile and displaying the navigation selectable elements in accordance with the configuration (Wynn, column 2, lines 37-40 and Sinclair, column 15, lines 35-40), where Wynn has provided data that is based on user profile with the data representing navigation selectable elements that is obvious over Sinclair.

Referring to claim 14, Wynn and Sinclair discloses determining if the user is restricted from viewing one or more of the navigation selectable elements based upon the user profile and preventing the display of those elements (Wynn, column 11, lines 42-46). One example includes where the elements that the supervisor is allowed to view are restricted from being viewed by both the concierge and the player.

Referring to claim 17, Wynn discloses a gaming system, with a computing device adapted to accept a first input from a given user of the gaming system (column 2, lines

10-35). Wynn discloses a second input from an operator of the gaming system (column 7, lines 30-35). Wynn discloses at least one gaming device associated with the computing device, the gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events (column 5, lines 10-20), with casino type gaming system including wagers through coin input and jackpot winnings. Wynn discloses providing a set of navigation selectable elements with Figures 20 and 20A displaying buttons that can be selected and navigated to functions. Wynn discloses at least one first user station and at least one second user station associated with the system for displaying information and for providing input to the computing device (column 2, lines 10-35), the stations including the player and concierge stations. Wynn discloses that the graphical user interface is adapted to display the information in a plurality of configurations dependent upon a configuration of a station on which the graphical user interface is displayed or a user profile and wherein the resulting display is customized to the user based at least in part upon the first input and second input (column 5, lines 1-30). All data that is displayed to the user is based on the user identification information that has been input in addition to help data that has been provided by the operator based on the user identification information allowing for a customized display that is viewable only by an identified user. The plurality of configurations is dependent on user data or profile data provided at a distinct work station, with the information displayed varying based on the user profile at a distinct workstation, thereby creating a plurality of configurations used for determining what is to be displayed. Wynn does disclose displaying gaming data but does not disclose the

details of the element and layout of what is displayed. Sinclair discloses a graphical user interface for displaying the information, with a main window having a navigation viewport displaying one or more navigation selectable elements, one or more of the one or more navigation selectable elements comprising an application initiating element (reference number 1706, Figure 17B), and a data viewport arranged to display information associated with an application initiated by selection of one of the one or more application initiating elements (reference number 1708, Figure 17B). It would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair to disclose the viewports with navigation selectable elements. Wynn does disclose displaying navigation selectable elements with the purpose of selecting and navigating to desired functions within the gaming system. The Figure 20 of Wynn also depicts various viewports. Therefore, it would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair to disclose various viewports with distinct functionalities for displaying navigation selectable elements and information associated with these navigation selectable elements in viewports.

Referring to claim 18, Wynn and Sinclair discloses that a user station comprises a station having a touch-sensitive display and wherein the graphical user interface adapted to display one or more of the navigation selectable elements as user-selectable buttons (Sinclair, reference number 1706, Figure 17B and column 19, lines 25-26).

Referring to claim 19, Wynn and Sinclair discloses that the second user station includes mouse and keyboard input devices (Sinclair, Figure 18) but does not disclose that the graphical user interface is adapted to display the navigation selectable

elements in a tree form. It would have been obvious for one skilled in the art, at the time of the invention to disclose displaying the elements in a tree form. The tree form for displaying information that is related to each other or have an association is well known where data that have a general association as is the case with the gaming system selectable elements can be more efficiently categorized and arranged in tree form to quickly access the necessary data. Hence, it would have been obvious for one skilled in the art, at the time of the invention to display navigation selectable elements in a tree form.

Referring to claim 25, Wynn and Sinclair discloses that the location of one or more elements of the graphical user interface is device specific (Wynn, column 2, lines 37-40 and Sinclair, reference number 1706, Figure 17B), where Wynn has provided display data that is based on user interaction with a specific device with the data representing navigation selectable elements that is obvious over Sinclair.

Referring to claim 26, Wynn and Sinclair discloses that the location of one or more elements of the graphical user interface is user specific (Wynn, column 2, lines 37-40 and Sinclair, column 4, lines 11-13), where Wynn has provided display data that is based on user profile with the data representing navigation selectable elements that is obvious over Sinclair.

Referring to claim 27, Wynn and Sinclair discloses changing the layout based on user data but does not disclose that the location of the one or more elements of the graphical user interface depends on whether a particular user is left or right handed. It would have been obvious for one skilled in the art, at the time of the invention to

disclose that the location of the elements depends on whether a particular user is left or right handed. Wynn and Sinclair are clearly concerned with the layout of the displayed information, wherein providing means for changing layout configuration based on user data and user preferences (column 11, lines 50-60 and column 2, lines 40-45). The user profile containing user related information would also contain user related data such as whether a particular user is left or right handed where this data is used for further customizing the display to the desire of the user. Hence, it would have been obvious to provide this further customization to meet the needs of the users, which is the objective of Wynn and Sinclair.

Referring to claim 28, Wynn and Sinclair disclose that one or more of the one or more navigation selectable elements comprise a level navigation button (Sinclair, reference number 1706 and 1708, Figure 17B), with the buttons referring to a distinct level where data is accessed.

Referring to claim 29, Wynn and Sinclair discloses that the level navigation button is not made available to all users of the gaming system (Wynn, column 2, lines 37-40), where Wynn has provided display data that is based on user profile, with data being made available to certain users, with the data representing navigation selectable elements.

Referring to claim 30, Wynn and Sinclair discloses that at least some users of the gaming system are not permitted to change the configuration of the graphical user interface (Wynn, column 11, lines 43-48) with non club card holders not being able to access a graphical user interface for configuration with concierge aid.

Referring to claim 31, Wynn and Sinclair discloses that user profile comprises a common user profile shared by a plurality of users of the gaming system (Wynn, column 2, lines 38-45), with Wynn teaching a common user profile of club card holders shared by a plurality of users.

Referring to claim 32, Wynn discloses a method of configuring a graphical user interface associated with a gaming system (column 7, lines 30-35). Wynn discloses that the gaming system includes at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events (column 5, lines 10-20), with casino type gaming system including wagers through coin input and jackpot winnings. Wynn discloses providing a set of navigation selectable elements with Figure 20 displaying buttons that can be selected and navigated to functions. Wynn discloses accepting a first input from a given user of the gaming system, provided by the player (column 7, lines 30-35). Wynn discloses accepting a second input from an operator of the gaming system (column 9, lines 20-30), with the operator being an employer of the user, providing input based on customer service requirements. Wynn discloses providing a user identification associated with the given user, determining a first user profile from the user identification (column 2, lines 42-45), where upon providing user identification information profile data associated with that user is accessed and displayed to the user. Wynn discloses that the first user profile being determined from a set of user profiles, wherein at least one of the user profiles comprises a common user profile shared by a plurality of users of the gaming system, with the user profile being one of many user profiles with these profiles representing as

the stored data of information that is associated with the user and further common profile being the card holder profile that is applicable to a plurality of users (column 4, lines 50-55). Wynn discloses determining the information that the user is permitted to view in accordance with the user profile and displaying only the information the user is allowed to view, wherein the resulting display is customized to the user based at least in part upon the first input and second input (column 2, lines 35-45). All data that is displayed to the user is based on the user identification information that has been input in addition to help data that has been provided by the operator based on the user identification information allowing for a customized display that is viewable only by an identified user. Wynn discloses that the information displayed to the users are in response to ensuring proper identification of the users but Wynn does not explicitly disclose that the navigation elements are displayed based on the user profile. Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile (column 15, lines 35-40). Sinclair also discloses that only these navigation selectable elements are displayed, which is only applicable to the user, with the resulting display customized based on user input along with the user profile (reference number 1710, Figure 17B). It would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair that the set of navigation selectable elements are displayed in response to user inputs and user profile. Wynn has disclosed a set of navigation selectable elements including customized information in Figure 20 but does not clearly disclose the association between identifying the user and displaying these navigation selectable elements. Sinclair also provides clear

motivation for tailoring a user interface based on the user profile (column 4, lines 15-22). In view of Wynn disclosing the use of user profiles to determine what is displayed and disclosing of displaying a set of navigation selectable elements, it would have been obvious to one skilled in the art at the time of the invention to learn from Sinclair to determine the displaying of navigation selectable elements based on the user input and user profile.

Claims 20-24 and 33 are rejected under 35 U.S.C. 103(a) as being unpatentable over Wynn, Sinclair and Bradshaw.

Referring to claim 20, Wynn and Sinclair do not disclose a gaming system account system. Bradshaw disclose that the graphical user interface is associated with a gaming system accounting system (Bradshaw, column 3, lines 37-42). It would have been obvious to one skilled in the art at the time of the invention to learn from Bradshaw to disclose a gaming system accounting system. Wynn and Sinclair disclose a gaming system, involving collecting of money wagers and dispensing winnings which would need a gaming system account system to keep track of the transactions. Therefore, one skilled in the art would have been motivated to learn from Bradshaw to include a gaming system account system.

Referring to claim 21, Wynn, Sinclair and Bradshaw discloses that the accounting system comprises a soft count system arranged to sort currency, vouchers, tickets, or any combination thereof that have been accepted by one or more gaming devices within the gaming system (Bradshaw, column 3, lines 34-37), with the cited example teaching the accounting system being used for sorting currency.

Referring to claim 22, Wynn, Sinclair and Bradshaw discloses verifying the authenticity of accepted vouchers or tickets and reconcile the accepted vouchers or tickets against those that have been recorded as having been received and paid by one or more gaming devices within the gaming system (Bradshaw, column 6, lines 44-50).

Referring to claim 23, Wynn, Sinclair and Bradshaw discloses that the accounting system is adapted for use by casino financial personnel and cashiers, wherein at least one user profile for one cashier does not permit the display of soft count information to the cashier on the gaming system (Bradshaw, column 7, lines 15-25).

Referring to claim 24, Wynn, Sinclair and Bradshaw discloses accounting system comprises an audit system adapted to poll a host of the gaming system to confirm proper operation of the system (column 2, lines 52-57).

Referring to claim 33, Wynn and Sinclair do not disclose a soft count system. Bradshaw discloses a soft count system arranged to sort, reconcile and verify the authenticity of currency, vouchers, tickets, or any combination thereof that have been accepted by one or more gaming devices within the gaming system (column 3, lines 34-37), with the cited example teaching the accounting system being used for sorting currency, and wherein the accounting system is adapted for use by casino financial personnel and cashiers, wherein at least one user profile for one cashier does not permit the display of soft count information to the cashier on the gaming system (column 7, lines 15-25). It would have been obvious to one skilled in the art at the time of the invention to learn from Bradshaw to disclose a soft count system. Wynn and Sinclair disclose a gaming system, involving collecting of money wagers and dispensing

winnings, which would need a soft, count system to keep track of the transactions.

Therefore, one skilled in the art would have been motivated to learn from Bradshaw to include a soft count system.

(10) Response to Argument

(a) Neither Wynn nor Sinclair teaches determining which navigation selectable elements a user is permitted to view in accordance with a user profile

Wynn discloses displaying a set of navigation selectable elements. Figure 20 of Wynn discloses buttons on the user interface, including those at the bottom of the user interface. These clearly represent buttons that are selectable to access a desired function. Furthermore, as is well known and associated with user interfaces, the elements at the bottom of the user interface of Figure 20 are buttons which are displayed and selectable to the user. Furthermore, Figure 20A clearly also discloses buttons below the concierge image. Therefore, Wynn does disclose displaying a set of navigation selectable elements. These buttons are selectable and allows for navigation to different functions or elements as per the user's desire.

Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The objective in Sinclair is to provide a user interface that is customized based on a specific user. The game user interface is rendered to the user in response to identifying the user through a user id and password as shown in Figure 17A. The Figures 17 following Figure 17A display a step by step process where links which are navigation selectable elements are displayed to the user based on the user profile or user identification. Therefore Sinclair

does disclose displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The game user interface is customized for a user. Sinclair clearly discloses using user profile data to determine how customized data is displayed to the user (column 4, lines 11-15). This customization includes customizing the user interface. Furthermore, Sinclair provides a clear motivation explaining reasons why customizing a user interface through user profiling would be beneficial to the user that is viewing the user interface (column 4, lines 15-22).

Sinclair clearly discloses that the customization is for user interface based on user profile which reads on configuring a graphical user interface. Furthermore, the disclosure of “configuring a graphical user interface” is stated in the preamble of the claims in the present application. The preamble of the present claims includes statements of purpose or use and does not constitute claim limitation features.

The combination of Wynn and Sinclair is proper where there is proper motivation provided for the combination. Sinclair discloses numerous reasons why it is advantageous to display a set of navigation selectable elements that the user is permitted to view in response to the user profile. See column 4, lines 16-22. Sinclair discloses that customization through user profiling allows for the service displayed to the user to be more tailored and valuable to the user. This would provide motivation for Wynn to learn from Sinclair. Wynn discloses that it is based on a user identification and determination of user personal data such as bonus points or user preferences that an appropriate page is displayed in Wynn. This suggests that Wynn does disclose user

identification or profiling for determining what user interface to display to the user.

Therefore, Wynn would be motivated to learn from Sinclair displaying a set of navigation selectable elements that the user is permitted to view in response to a user profile.

Furthermore, both Wynn and Sinclair are analogous arts which are directed at gaming systems that are provided to a specific user.

(b) Wynn does not teach numerous additional claim elements

Wynn discloses providing a user identification associated with a given user, determining a user profile from the user identification, determining the information that the user is permitted to view in accordance with the user profile and displaying only the information the user is allowed to view, wherein resulting display is customized to the user based at least in part upon the first input and second input. The user of the gaming system in Wynn begins by approaching a game machine to which the user inputs a card identification. In response to this input by the user, a user profile is determined associated with that user. The user profile includes bonus points, and preferences and levels associated with the types of services that this user has access to. From this profile information, a determination is made as to what services should be displayed in the user interface for this user, including the bonus points that this user has, and for example depending on the level of the user, the appropriate access to appropriate services are displayed to this user. A user interface is displayed with appropriate information that only that user is permitted to view. The concierge also provides input information including greeting the user and helping the user in accessing

services. Therefore, the customized user interface is displayed to the user based on inputs by the user and the concierge.

(c) No proper motivation to combine Wynn and Sinclair has been provided

The combination of Wynn and Sinclair is proper where there is proper motivation provided for the combination. Sinclair discloses numerous reasons why it is advantageous to display a set of navigation selectable elements that the user is permitted to view in response to the user profile. See column 4, lines 16-22. Sinclair discloses that customization through user profiling allows for the service displayed to the user to be more tailored and valuable to the user. This would provide motivation for Wynn to learn from Sinclair. Wynn discloses that it is based on a user identification and determination of user personal data such as bonus points or user preferences that an appropriate page is displayed in Wynn. This suggests that Wynn does disclose user identification or profiling for determining what user interface to display to the user.

Therefore, Wynn would be motivated to learn from Sinclair displaying a set of navigation selectable elements that the user is permitted to view in response to a user profile. Furthermore, both Wynn and Sinclair are analogous arts which are directed at gaming systems that are provided to a specific user.

(d) No reasonable expectation of success for the proposed combination of Wynn and Sinclair has been provided

Sinclair has provided clear concise statements of reasons why the customization in Sinclair would have a reasonable expectation of success, this also providing motivation for Wynn to learn from Sinclair. Sinclair discloses how the customization

techniques taught in the reference would be beneficial to the user. See column 4, lines 15-22. Therefore, the customization and displaying of navigation selectable elements in view of user profile data is beneficial and there is a reasonable expectation of success. This provides motivation and a reasonable expectation of success for the combination of Wynn and Sinclair. The gaming system in Wynn would benefit in provided tailored information to the user through the user interface and the user profile. The navigation selectable elements in Wynn would make communicating with the user of the gaming system more effective by providing services and access to data that is appropriate for a specific user. This makes the user's interaction with the gaming system a satisfying and productive experience.

Both Wynn and Sinclair disclose configuring of a graphical user interface. The data that the user is accessing for the interaction in Wynn is through the graphical user interface. The display device of the gaming system in Wynn includes the graphical user interface through which the user accesses and interacts with the data. In Wynn, the resulting graphical user interface is in response to input provided by the player and the concierge. The player inputs the user identification information, and the concierge inputs a greeting to begin the interaction. The resulting user interface includes the user data accessed from the user profile and the concierge greeting, therefore the user interface is displayed in response to an input by the player and concierge. The player is responsible for identifying themselves through proper input data such as the club card for example, which determines the user information that is to be displayed and provided to the user. The concierge carries out their duties through greeting which results in a

customized user interface for the player. Sinclair clearly discloses that the customization is for user interface based on user profile which reads on configuring a graphical user interface. Furthermore, the disclosure of “configuring a graphical user interface” is stated in the preamble of the claims in the present application. The preamble of the present claims includes statements of purpose or use and does not constitute claim limitation features.

Wynn discloses displaying a set of navigation selectable elements. Figure 20 of Wynn discloses buttons on the user interface, including those at the bottom of the user interface. These clearly represent buttons that are selectable to access a desired function. Furthermore, as is well known and associated with user interfaces, the elements at the bottom of the user interface of Figure 20 are buttons which are displayed and selectable to the user. Furthermore, Figure 20A clearly also discloses buttons below the concierge image. Therefore, Wynn does disclose displaying a set of navigation selectable elements. These buttons are selectable and allows for navigation to different functions or elements as per the user's desire.

Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The objective in Sinclair is to provide a user interface that is customized based on a specific user. The game user interface is rendered to the user in response to identifying the user through a user id and password as shown in Figure 17A. The Figures 17 following Figure 17A display a step by step process where links which are navigation selectable elements are displayed to the user based on the user profile or user identification. Therefore Sinclair

does disclose displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The game user interface is customized for a user. Sinclair clearly discloses using user profile data to determine how customized data is displayed to the user (column 4, lines 11-15). This customization includes customizing the user interface. Furthermore, Sinclair provides a clear motivation explaining reasons why customizing a user interface through user profiling would be beneficial to the user that is viewing the user interface (column 4, lines 15-22).

Wynn discloses users that take part in the casino system including the player, concierge and supervisor. The player represents the user who is accessing the gaming system to play and acquire services. Both the concierge and supervisor represent the operator. Generally, the concierge represents the operator providing the second input for interacting with the player. The supervisor has certain administrative rights including the right to take over the concierge's role to carry out distinct functions. Therefore, the supervisor also represents the operator.

(a) Dependent claim 2

Sinclair discloses displaying a set of navigation selectable elements. Figure 17A displays a step by step process where links which are navigation selectable elements are displayed to the user based on the user profile or user identification. Figures 17 include links which are selectable and results in navigation to a different screen or an action being carried out. Therefore the links represent the displayed set of navigation selectable elements. Furthermore, the links that are accessed through each screen

represent a hierarchy relationship. For example, selecting a first link leads to another screen with a set of links, and selected a second link leads to another screen of link menu choices. In this example, the first link serves as the container wherein the following links are contained and associated with the first parent link. Therefore, the navigation elements of Sinclair are container elements.

(b) Dependent claim 4

The navigation selectable elements of Sinclair have a hierarchical format. Based on the selection at one level of a navigation selectable element an associated selection of navigation selectable elements are displayed. As shown in the Figures 17, the selectable links have a hierarchical relationship. The user selects one action at distinct screen which leads the story in a particular direction leading to associated actions that are selectable at later screens. Therefore, these navigation selectable action elements have a hierarchical relationship.

(c) Dependent claim 6

The navigation selectable elements of Sinclair are displayed in a tree form and have a hierarchical relationship. Based on the selection at one level of a navigation selectable element an associated selection of navigation selectable elements are displayed. As shown in the Figures 17, the selectable links have a hierarchical relationship and the form in which the selectable links are displays is in a tree form. The user selects one action at distinct screen which leads the story in a particular direction leading to associated actions that are selectable at later screens. Therefore, these navigation selectable action elements have a hierarchical relationship and are displayed

in a tree form. The tree form involves selecting a parent link and following with a display of associated child links that are related to the selected parent link. Therefore, the navigation selectable elements are displayed in a tree form. Furthermore Figure 13 conveys the tree form relationship that is between the navigation selectable elements of the different levels. When the navigation selectable elements of a higher level are selected, it results in the display of the navigation selectable elements of the associated lower level. This reads on a tree form for the displaying of the navigation selectable elements.

(d) Dependent claim 7

Sinclair discloses displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The objective in Sinclair is to provide a user interface that is customized based on a specific user. The game user interface is rendered to the user in response to identifying the user through a user id and password as shown in Figure 17A. The Figures 17 following Figure 17A display a step by step process where links which are navigation selectable elements are displayed to the user based on the user profile or user identification. Therefore Sinclair does disclose displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The game user interface is customized for a user. Sinclair clearly discloses using user profile data to determine how customized data is displayed to the user (column 4, lines 11-15). This customization includes customizing the user interface. Furthermore, Sinclair provides a clear motivation explaining reasons why customizing a user interface through user

profiling would be beneficial to the user that is viewing the user interface (column 4, lines 15-22). Furthermore, Wynn discloses configuring a graphical user interface based on the profile of the user or player that is currently interacting with the game system.

3. Independent claim 10

Wynn discloses providing a user identification associated with a given user, determining a user profile from the user identification, determining the information that the user is permitted to view in accordance with the user profile and displaying only the information the user is allowed to view, wherein resulting display is customized to the user based at least in part upon the first input and second input. The user of the gaming system in Wynn begins by approaching a game machine to which the user inputs card identification. In response to this input by the user, a user profile is determined associated with that user. The user profile includes bonus points, and preferences and levels associated with the types of services that this user has access to. From this profile information, a determination is made as to what services should be displayed in the user interface for this user, including the bonus points that this user has, and for example depending on the level of the user, the appropriate access to appropriate services are displayed to this user. A user interface is displayed with appropriate information that only that user is permitted to view. The concierge also provides input information including greeting the user and helping the user in accessing services. Therefore, the customized user interface is displayed to the user based on inputs by the user and the concierge.

Wynn discloses a supervisory operation which requires the employer of the user to take over the interaction with the gaming system. The user can be the concierge where as the concierge is providing services to the player, this employee requires the attention of the supervisor to carry out any functions that the employee does not have access to. Clearly the concierge begins the interaction with the player with inputs including a greeting and services that are accessible to the concierge. As stated under "SUPERVISORY OPERATION" (column 9), when matters come up that require the attention of a supervisor, at that time the supervisor enters the system to provide input for accessing information that is only accessible to the supervisor. In this case, the user is the concierge and the operator is the supervisor. The supervisor entering the system to carry out functions that the concierge previously carried out involves the supervisor inputting information. The concierge first provides input then reaches a point where the supervisor is needed to carry out a specified function. It is at that time, that the supervisor enters the system to provide further input for carrying out a specific function that only the supervisor has the authority to access. Therefore, input from both the concierge and the supervisor is provided when services are provided to the player.

Wynn discloses an access point to determine which portions of navigation selectable elements are accessible and which are not. A system where the user provides identification and in response to which a graphical user interface is provided serves as the access point. This is where the user enters the game system and the elements that are displayed to the user are elements that are accessible to the user.

Therefore in Wynn as the user enters the bonus card and is given access to the user interface of the game, the user is entering through an access point. At this access point, a graphical user interface is displayed in response to determining which navigation selectable elements are accessible to the player and which are not. The graphical user interface that is displayed in Wynn is configured based on the user identification.

(a) Dependent claim 12

Wynn discloses authority and access to levels that are given to the supervisor. The level at which the supervisor is given access to is clearly a higher level than which the concierge and the player has access to. Therefore the navigation selectable elements that are accessible to the supervisor are associated with higher levels from the access point of the player and are not accessible to the user.

(b) Dependent claim 13

Wynn discloses determining a configuration of for displaying a set of navigation selectable elements. Figure 20 of Wynn discloses buttons on the user interface, including those at the bottom of the user interface. These clearly represent buttons that are selectable to access a desired function. Furthermore, as is well known and associated with user interfaces, the elements at the bottom of the user interface of Figure 20 are buttons which are displayed and selectable to the user. Furthermore, Figure 20A clearly also discloses buttons below the concierge image. Therefore, Wynn does disclose displaying a set of navigation selectable elements. These buttons are selectable and allows for navigation to different functions or elements as per the user's

desire. Based on the user identification information that is provided, a graphical user interface is configured and displayed to the user.

Sinclair discloses determining a configuration for displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The objective in Sinclair is to provide a user interface that is customized based on a specific user. The game user interface is rendered to the user in response to identifying the user through a user id and password as shown in Figure 17A. The Figures 17 following Figure 17A display a step by step process where links which are navigation selectable elements are displayed to the user based on the user profile or user identification. Therefore Sinclair does disclose displaying a set of navigation selectable elements that the user is permitted to view in response to the user profile. The game user interface is customized for a user. Sinclair clearly discloses using user profile data to determine how customized data is displayed to the user (column 4, lines 11-15). This customization includes customizing the user interface. Furthermore, Sinclair provides a clear motivation explaining reasons why customizing a user interface through user profiling would be beneficial to the user that is viewing the user interface (column 4, lines 15-22).

(c) Dependent claim 14

The user club card in Wynn identifies a particular user and the user profile associated with this user. The user profile identifies what types of service for example a user may inquire about based on the status of the user. Based on the status of the user, the casino would provide additional services to such a user. Therefore, when the

card is inserted, the system determines this information and configures an appropriate user interface for the particular user. This configuration includes restricting access to certain services based on the status of the user. When certain services are restricted to the user, these elements are inaccessible and not displayed to the user.

5. Independent claim 17

Sinclair discloses different screens that display different types of information. The navigation viewport shown in reference number 1706 of Figure 17B displays navigation selectable elements that are associated with an application. The user is able to select any of the navigation selectable elements in that viewport to navigate to a different screen. Following a selection in the navigation viewport, a data viewport is displayed, with information that is associated with the application being displayed in reference number 1708 of Figure 17B. The user interface in Sinclair discloses both a main navigation viewport and a data viewport.

Wynn discloses a GUI adapted to display navigation selectable elements, in a plurality of configurations, dependent upon a user profile. The GUI in Wynn that the user interacts with is adapted to display navigation selectable elements as shown in Figures 20 and 20A. The GUI takes on a plurality of configurations as the user plays the game, the concierge greets the player and actions that result in changes to the graphical user interface. Furthermore, there is a graphical user interface configuration that is associated with a user profile. There is a plurality of configurations where each configuration is associated with a user profile.

Wynn discloses a game system that includes a computing device, a gaming device, a first user station and a second user station. There are multiple stations in Wynn's system where different players can access games and concierge attends to the needs of the players. Therefore a first user station and a second user station represent the areas at which the concierge and player access their data. The computing device includes the computer at which the concierge at their station would access the information needed. The gaming device is located at the player's station where the player can access the games and any service that is appropriate for that player.

(a) Dependent claim 18

Sinclair discloses a touchpad which can be used to directly select the display. The touchpad when applied to a display system allows for the user to use their finger to make selections directly on the display device.

(b) Dependent claim 19

The navigation selectable elements of Sinclair are displayed in a tree form and have a hierarchical relationship. Based on the selection at one level of a navigation selectable element an associated selection of navigation selectable elements are displayed. As shown in the Figures 17, the selectable links have a hierarchical relationship and the form in which the selectable links are displays is in a tree form. The user selects one action at distinct screen which leads the story in a particular direction leading to associated actions that are selectable at later screens. Therefore, these navigation selectable action elements have a hierarchical relationship and are displayed in a tree form. The tree form involves selecting a parent link and following with a display

of associated child links that are related to the selected parent link. Therefore, the navigation selectable elements are displayed in a tree form. Furthermore Figure 13 conveys the tree form relationship that is between the navigation selectable elements of the different levels. When the navigation selectable elements of a higher level are selected, it results in the display of the navigation selectable elements of the associated lower level. This reads on a tree form for the displaying of the navigation selectable elements.

(c) Dependent claim 22

Bradshaw discloses an accounting system for casinos. The authenticity of the interactions in this accounting system is necessary where large amounts of money are involved. The ID ensures that authenticity of the interactions is valid and the accepted information including vouchers or tickets are also valid.

(d) Dependent claim 23

Bradshaw discloses that the personnel that interact with the casino accounting system have ID data to authenticate their identifications for the security of the accounting system. The personnel based on their ID data gives access to distinct data including a set of soft count information where this cashier has access to soft count information of data that the cashier has been working with. Each cashier can only access money information of the money that they have handled and are responsible for.

(e) Dependent claim 24

The system of Bradshaw conducts audits to ensure that all transactions are proper and the money has been collected. The accounting system audits the

transactions that have occurred during the game process. This auditing confirms that the transactions are proper and the gaming system is operating properly.

(f) Dependent claim 27

The graphical user interface is configured in Wynn, Sinclair and Bradshaw based on the user profile. The user profile includes personal information associated with the user which reads on whether a particular user is left or right handed. Therefore, a system that configures a graphical user interface based on user profile would be motivated to configure a graphical user interface based on whether the user is left or right handed. It would have been obvious to one skilled in the art at the time of the invention that location of the elements of the graphical user interface depends on whether a particular user is left or right handed.

(g) Dependent claim 31

The user profile of Wynn is directed at the gaming device to provide a customized graphical user interface for a gaming device. The user profile contains common user profile data include bonus points, and services. The data related to these variables may vary from user to user but each profile contains common elements such as types of services, user status information and point information. Therefore, there is a common profile that is shared by a plurality of users of the gaming system.

(11) Related Proceeding(s) Appendix

No decision rendered by a court or the Board is identified by the examiner in the Related Appeals and Interferences section of this examiner's answer.

Art Unit: 2178

For the above reasons, it is believed that the rejections should be sustained.

Respectfully submitted,

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